

# *Part Two*

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## 2 Looking for Love on All the Right Disks

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It's a lot like the old lyric "...It don't mean a thing if you ain't got that swing." Although when discussing cybersex, that particular line can swing in more ways than one. For our purposes though, the swinging we're concerned with is the contents of those stiff little tools we slide into the willing cavities of our *ad hoc* cybersex machines—grinding away happily while it accepts the load.

OK, we may have gotten a little carried away there in our somewhat strained sexual analogy, but not by much. Lisa Palac, the editor and warrior/philosopher queen of *Future Sex* magazine contends, "...playing on a computer is definitely an erotic experience for many people." She appears to make sense. Looked at from her perspective, we have to admit that our symbolism wasn't so forced after all. Computers have wonderful little openings, and so do you and I. And a truly arousing experience on our friendly machines often requires something slipping in and out. Sounds familiar. You also need to "turn on" the machine before it'll do anything nice. The analogy between the roles of software telling the computer what it will be, and what it will be able to do, to that of sperm carrying its own DNA messages is also obvious. So too is the analogy

between the computer's operating system at one receiving end, and a woman's egg at the other. Let's pass, however, on extending the analogy farther to defining cybersex itself as something akin to machines making whoopie.

The point of this mating is the real meat of the matter for most computer owners: Cybersex—The Software! Rim shot. It's the day-to-day useful stuff that comes into our homes on those warm and familiar CD-ROM and floppy disks. For the immediate future, that's how we'll get our on- and off-color digital thrills, because beyond the on-line joys of cybersex in cyberspace, there is the everyday reality that the majority of computer owners don't turn on by dialing in; most of us still get our kicks on Route 386. Or 486. Or in the love apple world of the Macintosh, something equally fast and colorful. The majority of us are digital-age stay-at-homes who are, in the words of the digital sex-seeking hero Leisure Suit Larry, "looking for love in several wrong places." And though we all may fantasize about suiting-up and jacking-in to surf the neural or electronic nets in search of the perfect orgasm, most of us won't.

Cybersex software on disk is the missionary position of cybersex; there are a lot of other ways to enjoy the act, but it's the place most of us start.



## Cybersex by Any Other Name Is Still a Business

Cybersex software is still generally not available in stores or through the major mail order outlets; to find it you have to search the backs of computer magazines. The ads aren't that large; you won't see any two-

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*"This is not our fathers' pornography!"*

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page spreads yet (maybe we should have phrased that another way), but its publishers all claim their sales are growing exponentially, so who knows.

When you go looking for it, you'll find cybersex software referred to in terms like Erotic software, Adults Only software, Mature software, X-rated

software. One company selling interactive erotic titles refers to it eponymously as “interotica.” Whatever it’s called, this ram jet thruster mix of computer technology at the end of the millennium and good ol’ fashioned libido should not be confused with the same old same old. In the words of Larry Miller, one of the founders of Interotica (the erotic software company), “This is not our fathers’ pornography!”

## From Digits to Demons

We have it on good authority that sex existed even before the invention of computers. You might even contend that the digital age began the first time two humans looked each other in the eyes and decided the world could be a lot nicer if they were lying down. Together. At that point, the lucky couple undoubtedly discovered creative new things to do with their fingers and hands (digits). Because the archeological evidence suggests that there was no *Dialing For Dollars* at the time, they would have had to make do with the materials at hand, so to speak. Voila! Digital technology in its purest form, and interactive at that.

This first attempt at interactive digital sex was good (otherwise it wouldn’t have lasted so long), it was fun, and it was absolutely habit forming. It was not, however, cybersex. People have had to wait until the digital age, version 2.0, for that. That’s now. But getting more specific as to what was the first artifact of cybersex software is less obvious. Even the idea as to what constitutes cybersex software is debatable.

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*“...a futuristic society  
where pampered  
aristocrats live at the  
expense of their drone-  
like labor force.”*

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We are going to use movies as our starting point. OK, we know people don’t often associate film with cybersex, but hey, it’s always been one of the important mass technologies of the 20th century—at times the most dominant. Film has been responsible for disseminating most of the major sociological and

political ideas of the past seven or eight decades. Movies were a major homefront propaganda tool during World War II, Korea, and the Cold War, and a keep-our-chins up medium during the Depression, for example. From Theda Bara, Jean Harlow, Jane Russell, and Marilyn Monroe,

to Madonna and Sharon Stone, and from Tom Mix, Clark Gable, and John Wayne to John Travolta, Arnold Schwarzenegger, Sylvester Stallone, and Long Dong Silver, movies have shaped our view of what sex is, what it should look like, and how it should be done. If ever.

Rewind to 1926, almost 100 years after the English inventor Charles Babbage dreamed up the Analytical Engine that became the idea behind modern computers. For the most part, computers were still conceived of as fast, giant adding and collating machines, and it was still 20 years to go before ENIAC—the first general purpose electronic computer. It was a time between world wars and a period of economic and class struggle that would see the rise of Hitler, Mussolini, and fascism. Into this era was released a film entitled *Metropolis*, directed by the German director Fritz Lang. *Metropolis* depicted "...a futuristic society where pampered aristocrats live at the expense of their drone-like labor force." The power of the ruling class was symbolized by a beautiful unclothed female robot, built to be the counterpart of a real woman with the same face and body—the film's heroine and unobtainable object of a ruler's lust. For perhaps the first time, the combination of sexuality and eroticism was attached to a machine or a robot, and offered to a mass market. We think of *Metropolis* as the first recorded instance of what we now call cybersex software.

Fast forward 40 years to 1968 and *Barbarella*. Starring Jane Fonda and described by *Flicks! Film Review Library* as "...A space heroine's innocence is lost through a series of psychedelic techno-sex pleasures," the film set a new standard in futuristic sexual adventures. The movie contained a classically infamous scene in which Barbarella is sentenced to execution by an orgasm machine. She survives and conquers by overloading and burning out the machine's sensors. *Barbarella* was the wet dream of every teenage baby-boom boy. Cybersex had appeared again as a sex toy for the free love generation. Because *Barbarella* was a film approach to a French comic strip of the same name, not only was it cybersex, it was a multimedia product as well.

Fast forward another 10 years to 1977 for a look at one last flick. Since the time of *Metropolis*, computers had changed from inoffensive number and data crunchers to mysterious, "...are they smarter than us?" cybernetic thinking machines; mysterious, super-intelligent, scary, and

oftentimes threatening. On movie screens and on television, out-of-control mainframe computers had replaced the mad scientists of the 30s and 40s, and the flying saucers and giant monsters of the 50s. Only the Commies were worse, and they had computers too.



The orgasmatron and vibrating eggs took sexuality to a new dimension in Woody Allen's movie *Sleeper*. (Courtesy of Photofest)

Thus sprouted *Demon Seed*. We'll quote once again from the *Flicks! Film Review Library*: "A scientist's computer develops a personality of its own and an unnatural lust for his wife." (We assume it's the scientist's wife that's being referred to, since society normally frowns upon human-cybernetic marriages.) Another description might be more clear: "Julie Christie sexually assaulted by a computer, and what will her child turn out to be?" Cybersex had made a notable reappearance in *Demon Seed*, but as a dark image—date rape.

It was the year of the first Tandy and Apple computers; the personal computer revolution had begun and Hollywood was unclear on the concept.

# The Coming of the Personal Computer

It wasn't long after the invention of the still camera that people were posing and photographing nudes. When moving film came on the scene, it was can-can dancing girls and the like. Television has had the Federal Communications Commission on its back from day one, but we have sex shows on public access stations; the Playboy Channel; Oprah, Sally, Geraldo, and Donahue; uncut films like *Basic Instinct*, *Blue Velvet*, and *Sorority Babes at the Slimeball Bowl-a-Rama* on premium cable; and the FOX network. Erotica found its way into print so early that one is tempted to wonder just what Gutenberg printed after he finished the Bible.

From the beginning, personal computer programmers began heeding that most primal call of free enterprise and sexuality—if it's got clothes on, take 'em off and make a buck. A guy by the name of Chuck Benton seems to have the honor of publishing the first "dirty" computer game in 1980. It ran on the Apple II computer and went by the name of *Softporn Adventure*.



In the beginning, there was *Softporn Adventure*.

It had no pictures in it; just a bunch of text filled with puzzles and sexual situations. On the other hand, it enabled people to use the four-letter words of their choice as they played the role of a gent out for a night on the town as he tried to get a little action from the female persuasion. The goal of the game was to score three times.

Ken Williams, the president and co-founder of Sierra On-Line, discovered *Softporn Adventure* and marketed the game nationally. The cover shot on the package showed three topless women, one of whom was Sierra's other co-founder, Ken's wife Roberta. A collector's item today, 50,000 copies of *Softporn Adventure* were sold at a time when there were fewer than 400,000 Apple computers in the world. Says Ken, "We always suspected that the other 350,000 people had pirated copies." Two years later, the game was withdrawn from the market when Sierra was fighting off accusations that it was a pornography peddler.

Recently, a new version of *Softporn Adventure* has appeared on-line for PCs. It's an update of the original game by a guy in Florida who goes by the handle of *The Psycho!* It is available on CompuServe and some local BBSs as donationware; if you like it and keep it, send the author a donation. It's worth taking a look at, if only for its historical value.

Nineteen eighty-three brought the world Infocom's *Leather Goddesses of Phobos*. Another all-text game, its premise was that you're kidnapped by the Leather Goddesses of Phobos to be the guinea pig in some of their unnamed sex experiments. This more naughty than risqué game could be played at one of three filth levels—including one described as "lewd." Better yet, you could even do a little gender switching and decide to play as either a guy or a gal—Trent or Tiffany.

*Leather Goddesses* has been out of print for several years and most people thought that it had disappeared forever. Not so. With a little sleuthing we discovered that a few copies are still available for sale from the company that bought Infocom, Activision. If you're interested, give them a quick call.

The world of cybersex changed forever in 1984. Two products were published the year that George Orwell could never have dreamed of.

The first was William Gibson's novel *Neuromancer*, the genesis of the cyberpunk genre where people could jack into their personal computers and inhabit virtual realities. The theme had been explored before by other writers, especially Samuel Delaney, but Gibson brought a major-league nasty attitude along for the trip. Not only did he make his readers believe that his fantasy was possible, he convinced people that



cyberspace was real and achievable as early as tomorrow. If not sooner. If anything gave the idea of cybersex as an achievable virtual reality a kick-start in its leathery behind, *Neuromancer* did.

The second achievement of the year was the coming of *Leisure Suit Larry*—in more ways than one. Its full title was *Leisure Suit Larry in the Land of the Lounge Lizards*. Larry was a game. Larry was a really funny game that was very accepting of all your favorite euphemisms for sex and its various parts and components. Larry was a 39-year-old virgin. Larry was a dork in a white leisure suit. Larry had sex, more sex, and a lot of wannabe sex. And if Larry didn't make it with some lady good and proper by morning, Larry was a dead dork. *Leisure Suit Larry* was also a national sensation. In the words of one publishing executive, "Isn't that the one where the object of the game is to get laid?" Yup.



*Leisure Suit Larry 1*: "...the one where the object of the game is to get laid..."

The character of *Leisure Suit Larry* became a mainstream phenomenon. Larry has been written and gushed about often by the national media. *Newsday*, *The Wall Street Journal*, *Rolling Stone*, *A Current Affair*, CNN, the *Los Angeles Times* and the *Chicago Tribune* were some of the places where

Larry has been lauded over the past few years. The headline in the December 10, 1990, issue of *Newsweek*, after the third game of the series was published, was "ALL I WANT FOR CHRISTMAS..."

The immediate subhead continued, "...IS A NAUGHTY COMPUTER GAME...." It then moved on to a boxed-CD set of Sinatra recordings, and other mainstream holiday choices. A computer game with billing over Sinatra? This is still astonishing. There have even been rumors of a Larry movie or TV show.

Until now, four *Leisure Suit Larry* games have been published for PC's, Macs, and other computers. Another is due in late 1993 or early 1994. Over the years of his adventures, Larry has gone from his making-it-for-the-first-time escapades in Las Vegas, to overcoming Dr. Nonookie and saving the world, through marriage to a South Seas princess, to escape from a village of cannibal lesbian bikers, to finding true love (for the moment) with *Passionate Patty*, overcoming the Mafia, and shoving Dan Quayle's face into a pie.



*Leisure Suit Larry* and his dream girl, *Passionate Patty*.

The *Leisure Suit Larry* games are not hard-core, but still take players to the brinks of its various climaxes before it finds ways to conceal (barely) the anatomically accurate. There is a lot of virtual sex in these games—about the only kind Larry gets most times.

Curiously enough, *Leisure Suit Larry in the Land of the Lounge Lizards* was an updated version of *Softporn Adventure* with added script, animated graphics, music, and a name for the central character. It was published by the same Sierra On-Line who pulled *Softporn Adventure* from the market two years before. Nearly a million Larry games have been sold worldwide, which helps prove the notion that you can have your cybersex and bank it too.

The success and acceptance of the Leisure Suit Larry games made a certain level of racy software acceptable for the general computer software market. For years, other publishers have attempted to imitate Larry's success. Two titles from Accolade, *Lost in LA* and *Search for the King* feature a Larry clone named Les Manley, which we must admit is a pretty clever name. Microprose has its own studly entry named Rex Nubular and the Cosmic Gender Bender. Because there is no accounting for taste, you have your choice of playing the game in either "Naughty" or "Nice" modes.

For the most part, though, the coupling of sex and computers in mainstream software products has ranged between risqué to naughty and not a pubic hair more. Until the late 80s, anything harder was usually amateurish and difficult to find. If you weren't into the world of BBSs and swap meets, scoring meatier content or a more satisfying erotic experience on disk was about as easy as finding true love on a 2-minute, 900-number, sex-talk phone call.

Two titles from the same mad genius proved it could be done, however. Mike Saenz is a comic illustrator by trade. His past includes work for Marvel Comics and the publication of a futuristic graphic novel, *Shatter*—claimed to be the world's first comic book created and drawn completely on a computer. Its cyberpunkish feel and style made *Shatter* a critical hit in computer software circles, but that wasn't enough to keep the book in print. Mike made his initial mark in cybersex with a piece of software for the Macintosh called *MacPlaymate*.

*MacPlaymate* was based on a simple idea: there was this on-screen woman named Maxie MacPlaymate. Using the computer's mouse, you played touchie-feelie with Maxie, took off her clothes and helped her have a real good time complete with moans and groans and cries of pleasure. A variety of adult toys were provided for Maxie's gratification and your satisfaction. That's all, but it was enough. *Mac Playmate* started a noisy

debate over computer pornography and all the related moral, social, ethical issues that surround the subject. It also raised a few eyebrows at *Playboy*. They were able to force Saenz to pull *MacPlaymate* from the market in a dispute over trademark infringement.

But no mere corporate bunny would deflate Saenz's love affair with virtual women and cybersex satisfaction. In early 1990, he showed up at a Macintosh trade show with a CD-ROM disk hanging on to his arm.



Open doors of opportunity await when you play with *Virtual Valerie*.

Mike had brought a date along for the ride and her name was *Virtual Valerie*. Besides being one of the first entertainment products to be released in the CD-ROM format, it was a step beyond virtual Maxie. Excellent full-color graphics draw you into the environment of Valerie's apartment house. You can interact with just about everything, from the slob in the downstairs apartment, the bomb in the basement, to Valerie herself. Once inside her apartment you can look at the strange things that go on inside her artwork, check out her books and CD collection, use the bathroom or sneak a peek inside her purse. Heck, you can even play Virtual Valerie's personal copy of *Virtual Valerie*. If you do that, it returns

you to the beginning of the game. Then you can visit Virtual Valerie's *Virtual Valerie* and play her copy of the game yet again. And Virtual Valerie's Virtual Valerie's *Virtual Valerie*. And again. And again. And again....

Of course the whole point of the game is to interact with Val herself; say the wrong things and you're out on your ear (or a more fundamental piece of your anatomy). Say the right things and Valerie will let you undress her. And more.



*Virtual Valerie II* takes you to new heights of arousal.

When Valerie finally takes you to bed...well, let's just say that what happens is a secret between you, her, and her sex toys.

The success and notoriety achieved by *Virtual Valerie* brought the software of cybersex out of whatever black hole it was hiding in, and into the ads in the back of mainstream computer magazines. It also put most of the software onto CD-ROM.

## The Good, Soft Parts

Like lovers, cybersex software comes in all sizes and flavors. Although most of the top-of-the-line commercial titles are shipped on CD-ROM,



CYBERSEX

**QuickTime:** A video display software developed by Apple Computer for Macintosh computers and more recently for Windows-based programs on PC machines.

there are still plenty of others available on floppy disks. And unlike the rest of the computer software world in which DOS and Windows software squat on close to 90% of the marketplace, the world of cybersex has a significant Macintosh presence. In fact it is likely that the Mac version of latest greatest CD-ROM title will be the first version out the door, released before the PC version. Developers feel that, at the present anyway, it's just easier (read that cheaper) to use the Macintosh development tools and display systems such as HyperCard and **QuickTime** for creating, compressing, and displaying animation and video on disk. In any case, though, if the PC version is second, it's only very shortly behind. And with the recent release of Apple's QuickTime video compression and playback standard for Windows users and developers, the whole question may soon become moot.

Computer-specific issues aside, it is important to understand that cybersex software, like condoms, is not a one-size-fits-all proposition. Behind the standard-issue enticing titles and the come-hither stares on package covers lies a variety of software. You will see anything from traditional hard-core stroke films through up-to-the-trendy-minute glamorous "couples" porn and interactive erotica. Many are just collections of poorly scanned specialty photos from magazines: big boobs, leather, lesbian, dildo, domination, pregnant women, and Asian women. You'll find thousands of examples of wildlife photography featuring beavers that shave and spread-eagles, portfolios of top quality erotic artwork along side high-gloss swimsuit and lingerie photos, and sample portfolios of professional models and fully-clad body parts pictures that are available for republication at a set fee. In the photography trade these are called model release photos. Many of the latter contain little or no nudity at all, just those provocative titles and cover artwork to help move the product. And we can't forget the games, solitaire and interactive games, the ones you might like to play with your favorite sex partner, even if that person happens to be yourself. In software, as in life, it's still "...different strokes for different folks."

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*“Regardless of the content, it’s men who buy it (the software). Men are more voyeuristic...”*

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What you will have trouble finding in mainstream commercial cybersex is software made for women. The brave new interactive world is still a club for white male members, although it is by no means politically correct. One software company even advertises their wares coming with “wife-proof” labels.

Their boxes read FAO which translates to “For Adults Only.” We can only assume the ploy works; Profit Press remains in business, although we find it mind-boggling that even quasi-sentient people might never wonder, “Gee, honey, what do those three big letters stand for?” Maybe folks who want to keep these titles hidden are confident that their mattresses will never be turned.

The gender-bias problem springs from a lack of audience research and money. Larry Miller at Interotica, one of the leading publishers of cybersex software contends, “Regardless of the content, it’s men who buy it (the software). Men are more voyeuristic. Some women do enjoy this kind of software, but mostly it is men. Generally, nothing is being done by and for women.”

It is questionable whether this rule-of-thumb conventional answer will remain true. These are old observations, and the problem with conventional wisdom always is that it’s conventional. Many of the switchblade’s edge creative personalities behind cybersex on disk are neither conventional nor male.

Lisa Palac’s *Future Sex* magazine is attempting to look at sex, eros, and sensuality in fresh contemporary ways that see the new embrace of hardware and wetware—a hard-wired cyberspace cowpoke’s euphemism for flesh and blood people—as a distinct erotic entity, “...its own form of sex... (where)... interaction is its own thing. Virtual sex is real sex fulfilling fantasy and desire, but getting there from a different direction.”

Also along for the ride are women like the critic/philosopher/performance artist/“porn cheerleader” Susie Bright, who has written the *The Virtual Sex Book Reader*; and Annie Sprinkle, a former X-rated movie queen who’s now a photographer of some renown, as well as a video writer and director and performance artist. They’re taking sex as it’s always been done and showing new ways of how it will be done.

And there is Kathy Keeton, chief executive officer of *Penthouse* magazine and General Media. Keeton is heading up one of the newest and more exciting projects in interactive erotica, *Penthouse Interactive*. She shrugged off questions about the significance of women as a driving force in cybersex. As we were saying good-bye, Keeton stopped a moment as a new thought hit her. Then one of the best-known and outspoken business women in America chuckled. "Maybe it's because women have suddenly discovered that they have something of their own they can compete with."

Think about it.

## Virtual Sex— Getting It on Together

There's an old joke from way back that makes fun of a certain breakfast cereal's image. It goes something like this:

Buy Prostitutes!

They don't go Snap! Crackle! or Pop!

They just lay there and bang.

We bring this up at this point for two reasons: A. We hadn't used the joke in years (probably for good reason); B. It illustrates the difference between interactive and non-interactive cybersex software.

Interactive cybersex doesn't merely take sex lying down; it is always experimenting with new positions and things to try—Snap! Crackle! and Popping! its way through some virtual world or experience. And a great part of the enjoyment of the act depends upon how well *you* perform. That's one of the neat things about interactive cybersex; and that it's a lot like life.

Before launching into the commentary on disks in the rest of this section, you should realize that there are certain types of equipment you will need to view the cybersex treasures. Many require a CD-ROM player and a multimedia system. If you have a Macintosh computer, you may already be all set for





viewing some of the titles, but others require a PC machine and the Windows operating system. Section 1 of this book discusses the equipment that you will need to run the programs.

What follows is a sampler of the different types of cybersex software available. Feel free to sniff around a bit and get a feel for what appeals to your own particular interests. Don't feel embarrassed; you'll be meeting a lot of other bare-assed people cybersexing their way around here, and they're not em-bare-assed at all.

## Choice Bits: Interactive CD-ROM

### Penthouse Interactive Virtual Photography Studio

*Penthouse Interactive* is already the best-of-show winner in these early days of interactive cybersex on CD-ROM. From the first screen where Pet Dominique St. Croix stares back at you, smiles, licks her lips and breathes "Let's get interactive," you know that this is an experience that is oh-so-assuredly interactive. It's simple. It's easy to use. And it's even simpler to understand. *Penthouse Interactive* is a Virtual Photography Studio. You (the player) are a photographer for *Penthouse* magazine. An icon on the screen is your camera; click it and you've taken a shot. That's all you have to do. Ah, but what are you shooting, you ask? What do *Penthouse* photographers do for a living? Right.

*Penthouse Interactive* gives you a selection of three Pets to photograph: the aforementioned Ms. St. Croix, and 1993 Pets of the Year Julie Strain and Natalie Lennox. Lennox is a former Pet who now bashes heads on *American Gladiators* under the name of "Lace." All three live up to their reputations.



Pick your Pet on *Penthouse Interactive*.

Each woman's posing session is made up of approximately 60 different, full-motion, 30-second QuickTime mini-movies, which take up about one-third of your screen. That's a half-hour of poses per Pet, 90 minutes total for all three. You can snap as many shots as you'd like while the Pet moves for your camera. You will never run out of film. Later you can easily go back through your shots and print your best work to a printer or disk. When you have finished for the day (or night), you get an animated critique of your work from *Penthouse* publisher Bob Guccione. By the way, he'll get on your case if you don't take enough pictures. We know, it's a tough job but somebody's....



This *Penthouse Pet* proves that Natalie knows Nautilus.

The poses and sets vary from woman to woman; one is on a bed, another an ottoman, and Ms. Lennox (Lace) gets to work up some sweat while pumping iron. The individual posing sequences are familiar to anyone who has hidden a copy of *Penthouse*; they cover the spread from musing hair to what is known in their trade as "the money shot." The nudity and writhing around is explicit.

Especially impressive about *Penthouse Interactive* is the quality of its video and audio. The two media are almost always clear, smooth, and in sync with each other. This is because the developers at the software house ICFX who worked on the program optimized all the files to play back on what they felt to be average computers. This means normal color (the 8-bit resolution common to lower-end graphics systems) and just the computer's built-in speaker. For their purposes, an average PC is a 386 computer running at 33 MHz; and an average Mac performs about the same as an LC III or an SI, which are mid-to-high range Macintosh machines. For many people this level of equipment is not just more than average, it brings on cases of extreme hardware envy.

If there is one thing missing in most cybersex programs, it is an easy-going sense of humor. Hey, sex is not brain surgery, much less cosmetic surgery, but the occasional genuine giggle or guffaw is usually conspicuous in its absence.

Not so with *Penthouse Interactive*; if you space out for a few minutes and do nothing, the Pet who is posing for you will react and say something like, "What do you think I am, a screen saver?" Every woman has a number of jibes to use, and even Mr. Guccione sneaks in a jab or two of his own. It's professional touches like these that make *Penthouse Interactive* such a slick, enjoyable piece of work. This product is so attractive and appealing, it just might turn out to be the Lotus 1-2-3 position of cybersex software.

## The Interactive Adventures of Seymore Butts

Interactive movies are the latest hot thing in the cybersex publishing world. Basically, these are hard-core stories on video that you scan through, but at various times you're presented with decisions. Depending on the choice you make, the story then meanders off in different

directions. These decisions can change the story's ending and what happens on-screen. You will find plenty of erotic action no matter what you choose, however, and there is an enjoyable unpredictability and replay ability to the movie.

A while back, there was a television news cameraman who took enormous delight in pointing out his camera and describing it as a "goof magnet." He said it was because everywhere he whipped it out, "every goofball in the world tries to get in front of it." Such too is the story of *The Interactive Adventures of Seymore Butts*, a Mac and Windows CD-ROM product from Interotica, a division of New Machine Publishing. He's a guy who just likes to hang out, except that he takes his video camera wherever he goes. Girls just flock to it.



With *The Interactive Adventures of Seymore Butts*, you will see more butts.

Seymore Butts has been the star of a number of X-rated films. One morning Seymore goes outside and meets the babe moving in next door,

who has just broken up with her boyfriend. This is the movie's first decision point: you're given a choice of having Seymore ask Rhianna to dinner, share a hot tub, or retreat. The rest of the movie (or is it a game?) is Seymore's schlepping around. You've got it, the entire plot of the movie. Along the way we are given sequence after sequence of Seymore and his friend and his cousin meeting and entertaining a whole lot of girls who just happen to be unattached and willing. Does Seymore get Rhianna in the end? Well, that is one of the choices you'll be given later.

*The Interactive Adventures of Seymore Butts* is a series of QuickTime movies that fill about one-third of the screen. The video itself plays pretty smoothly, but on an average machine you might find some break-up and lack of synchronization on the audio side. This is a common occurrence in all CD-ROM cybersex software, but can usually be lived with, or cured, by using the software on a faster machine.

Seymore Butts has the hang-loose, ad-lib feeling of every man's fantasy day-on-the-town, getting lucky and scoring until you lose count. Its loose, casual, good-time feel is almost charming, making it one of the few cybersex titles you can say this about. In fact, most of the game's dialogue and sequence were ad-libbed by the actors, and they actually did a pretty good job. Some of the "action" sequences were taken from other movies and spliced into the game. The interactive decision points appear about a half-dozen times throughout, and depending what you've chosen you might miss the dwarf jello-wrestling with women. Maybe you'll want to miss it.

In any event, there are enough choices in Seymore Butts to ensure that you don't see everything in one session. On second playing, be assured you will see more butts. (Groan) It's this replay ability that is one of the many plusses that interactivity can bring to cybersex.

## Nightwatch Interactive

The same qualities of replay ability and unpredictability found in Seymore Butts cannot be claimed for *Nightwatch Interactive*, also from Interotica. Released in November of 1992, it claims to be the first interactive film released on CD-ROM.

What makes *Nightwatch* interesting today is that it shows how fast interactive software is improving. The difference in quality between the relatively static *Nightwatch* and the freewheeling *Seymore Butts* is remarkable, because the time difference between the production of the two was less than six months.



*Nightwatch*. Would you like to watch?

*Nightwatch* introduces us to a female security guard at a waterside apartment complex. She asks if you would like to hang around and check out the day's tapes taken by the security camera. She says she will stay with you because it's her favorite thing to do. But she's got to be careful that her boss doesn't catch her goofing off because he'll punish her if he does. Sounds like the entire plot.

There are 10 apartments, two boats and a beach, and you can see what's happening on all of them in one sitting. Between sections of playing voyeur, the guard asks if she can take off more of her clothes. When she's finally undressed, her boss arrives and you have the choice of how he'll make it with her. When they've finished, you keep choosing. When they're out of positions, you're left alone with surveillance tapes that never change. In terms of interactivity, about all the player can control is how fast the woman strips.

*Nightwatch* was outdated before it was a year old. But it was the first. It is available in Mac and Windows versions.

# True Blue Cyber Flix: Erotic CD-ROM Videos

Cybersex software publishers are unanimous in pointing out that it was the X-rated movie that finally made the home VCR successful. Titles like *Deep Throat* and *Behind the Green Door* could be safely watched by anyone without having to dare enter some sleazy movie house, or more to the point, having someone you know see you going to a sleazy movie house. Or your mother-in-law. Or your mother. Or your partner. Of course when it came to video versions, there was always the problem of your kids finding out. Progress never is perfect.

The cybersex publishers say that a similar relationship will arise between X-rated movies and CD-ROMs, and they say it with the certainty and conviction of a true believer. They might be right if it is assumed that everyone can attain true joy watching movies the size of an index card and that no one is too picky about how the movies sound. Or that you enjoy watching full-sized screens filled with images of such low resolution that it is often difficult making out just what gender a person is in that tangle of bodies. Not all of the full-length films being shoveled onto CD-ROMs are so limited, but there are quite a few QuickTime quickies out there, and a lot more that might play a tad better if you could hear some audio.

At one time these were respectable and glamorous hard-core videotapes, but they've been unceremoniously dumped off onto CD-ROM, often without enough thought being given to how computers play back video information or effort put in to making the product fly. It's been all downhill for these products since their glory days on videotape. Once they plied their artistry on a 23-inch TV screen; now they're playing in about one-sixth of a 14-inch monitor. Maybe someday X-rated movies will sell CD-ROMs, but right now they're a provocative oddity. An interesting oddity.



The process of pixilation permits people to play around with parts of pictures and print them for posterity.

However, they are not an oddity of no worth. Not only can you watch one of these movies at home on your computer, you can still perform all the usual VCR freeze-frame, slow motion, and fast forward functions. With many cybersex movies, especially those running under QuickTime, you can blow your favorite parts up to take a closer look at some particular piece of anatomy. When expanded out to full-screen size, many movies assume interesting image distortions, often defined as pixilation and dithering, that you can play around with for artistic effects and capture for posterity. Imagine the look on your friends faces when you show them just what that abstract piece you just printed out was. It could very well be a real piece, or a distorted close-up of some ejaculated organic fluid. So even with their limitations, cybersex movies can validly stake their own claim to a piece of the interactivity muffin.

One of the benefits of watching blue movies this way is that you can instantly deconstruct the art form. Because of limitations in the memory size and processing speeds of the average computer, most cybersex movies are broken down into shorter scenes. Not very far along into almost any one of the CD-ROM movies, it becomes apparent that almost every one is constructed the same way. It's something like this:

Titles: beautiful people, beautiful scenery, and big earrings.



**Scene 1:** Protagonist has dreams, masturbatory fantasies or is writing a confession, diary, book or script. Lots of great clothes and lingerie, better bodies, humping, and big earrings.

**Scene 2:** Second dream, fantasy, diary, book, confession or script. This runs about 30 seconds. More clothes, bodies, earrings, and sex.

**Scene 3, etc:** Replay of above. There are no male-male scenes, and no woman is to remain fully clothed for more than 30 seconds. Plot specifics are optional and occasionally tolerated.

There are no male-male scenes, and no woman is to remain fully clothed for more than 30 seconds. Plot specifics are optional and occasionally tolerated.

**Play rest of movie:** Repeat as often as necessary until 70 to 80 minutes of videotape is filled, or you run out of earrings.

Expect cybersex movies to come and go (so to speak) as more and more titles are released from film and video bondage. List prices range from \$40 to \$130, with the average being about \$70. Below are examples of just a few current during the summer of 1993.

## House of Sleeping Beauties

Handsome artist with creative block fantasizes a strange house filled with strange men and naked women. When they are not sleeping, which is nearly all of the time, everybody humps everybody else. Nobody but the artist can see the house, which brings a level of tension to the plot seldom duplicated on CD-ROM. In another creative masterstroke (oops), there are almost no earrings.

This product from Pixis Interactive is available for Mac and Windows systems.

## House of Dreams

Woman has out-of-body experience while masturbating. She travels through one dream-like erotic fantasy after another. "...experience with her the extraordinary and bizarre ecstasy as each door opens to reveal unbelievable erotic images."

Stop us if you've seen this before. One riding crop, three blue people humping, and lots of great earrings. Little time wasted on dialogue.



Jewelry...Riding crop...A dream in the making.

This CD-ROM product for the Macintosh and PC is one of the slew of erotic products from New Machine Publishing.

## Hidden Obsessions

A lady writer types her fantasies into her portable computer, then hands them over to her agent or editor in plain brown paper envelopes. We are treated to her fantasies in loving detail. We would tell you more, but the audio would have needed to work for us to do that. The earrings are large and fabulous. Arnold Schwarzenegger could learn a lot about making action films from this one. Highlights include: underwater girl-girl without air, hanging from scaffolding girl-girl, and an extended sequence starring two women and a 18-inch, solid ice dildo.



The first full length feature film for the PC.

Only the ladies survive the encounter.

*Hidden Obsessions*, a product of Romulus\New machine Publishing, is available for the Mac and PC.

## Secrets



The women in *Secrets* have no secrets to hide.

A woman recounts the tales of eleven gorgeous Beverly Hills ladies who will do anything for a thousand bucks—except take off their earrings. Lots of white men in suits just watching. Disappearing riding crop trick. The rest blurs, but that's not an uncommon phenomenon.

*Secrets*, a product from New Machine Publishing, is available on CD-ROM for the Mac and PC.

## You Must Have Been a Beautiful Baby: Erotic Photo Collections

When CD-ROMs first came on the market in the late 1980s, everyone was aghast at the idea of how much information could be crowded onto one of the disks, over 600 megabytes. One high level executive at Microsoft

demonstrated one of the first CDs to us, Microsoft Bookshelf, and wowed everybody with the fact that they could store a full dictionary, thesaurus, *World Almanac*, *Bartlett's Familiar Quotations*, and another half-dozen reference works on one small plastic disk. Even more amazing was the fact that all of that took up less than a quarter of the CD-ROM's capacity.

"How will we ever fill one of those things?" the computer world wondered. "Just think of all of that storage. It's practically endless." OK, that's what people also said about the 5M hard drive and we all know how correct they were. Just as cats expand to fit all available space, so does the stuff we want to stuff onto disk. It seems we don't just live in a culture of information junkies, we're turning into information pack rats.

Enter the sexy photo. It takes a lot of bytes to store all of those naughty bits, so the CD-ROM, with all that storage waiting to be filled, is becoming the material of choice for people distributing choice material. There seem to be more picture disks advertised for sale at any one time than all of the styles of cybersex combined. And when you take the disks home, you can do a lot more with them than just look.

We're going to put a bit of a consumer warning here before we begin our peek at picture disks. They come in a couple of distinct flavors. One is for the lookers and longers, and for the private enjoyment for the voyeur in all of us. Another type is a kind of high-gloss, *Penthouse/Playboy/Sports Illustrated* quality portfolio of exquisitely photographed professional models. These collections are aimed at designers and publishers who need this level of work for use on a professional level. Think of them as high-end clip art with high-end usage fees attached. Oftentimes there is no nudity in these collections, although they may be marketed as if there were.

There is a third type you should also be aware of: these collections consist mostly of scanned images of magazine or amateur photos. The problem with them is not so much with their subject matter—which can be somewhat bizarre or eye-opening—but rather with who owns the rights to the work. These photos are often of marginal quality at best, but if you want to reproduce them for anything other than your personal enjoyment, beware that you may be violating someone else's copyright or privacy.

## Centerfolds on Disk, Variety Sets #1 & #2

There is nothing like a good tease to get the old juices flowing. If you're the sort whose palms start to sweat at the sight of heavily lipsticked lovelies in diaphanous lingerie, then the ladies of *Centerfolds on Disk* should really have you drooling. Your eyes may bulge out almost as far as their brassieres when you get a load of these floppies full of still photos onto your IBM hard drive. These gals' modeling credentials are hard to top.



Jennifer is one of the many beautiful women you will encounter in *Centerfolds on Disk*.

*Centerfold's Variety Set #1* installs a selection of programs to help your computer decode the graphics files in Sets #1 and #2. Just choose one that will get these femmes unzipped, and then grab your mouse and hang on. We're not talking flannel granny gowns here. These babes come clad in thongs, transparent baby doll pjs, sheer nighties, and lace stockings strapped to garter belts that'll knock your socks off.

The models so attired appear a bit, shall we say...declass . No matter how revealing their costumes, the ladies are ready to pull them aside and show

you more. Except, of course, the ones who haven't got enough on to obscure the view in the first place. Many of the photos seem to imply that some of these women are prepared to do more than just model. For the time being, however, they've restricted themselves to simply showing everything they've got.

Here is where the tease comes in. If you want to see more, you can—at a price. *The Variety Sets* are samplers of characteristic shots from more extensive spreads featuring individual models. The sets constitute a sort of software catalogue of a body of copyrighted images. You want more? It's gonna cost ya. So when you take a peek at the two *Centerfolds Variety Sets*, you can be sure that there's a whole lot more where that came from. And that's what a good tease is all about.

*Centerfolds on Disk* is available on DOS Diskettes.

## Lovely Ladies II

The *Lovely Ladies II* CD-ROM packs a full load of color images as well as a bouquet of shareware programs you can use to view and massage them. This disk is meant for mature PCs. There are swimsuit shots, lingerie photos, exercise images, and close-ups of body parts, 400 pictures all told. Usage rights must be purchased.

So, how are the pictures? They would look right in place in a mainstream magazine like *Playboy*. Some may have been a teeny bit much for *Sports Illustrated*. They're all suggestive, but fairly discreet. All the photos are of women in swimsuits, lingerie, exercise tights, and all are fairly tame. No up-close orifice shots topped by leering faces.

What about those body parts? Those aren't wild either. They just show a woman in lingerie playing around with things such as saxophones and streamers in what is supposed to be a festive setting. In each shot you might just see a leg or other "part," but certainly not a close-up of breasts or genitals.

The body parts may be impersonal, but then so is the entire disk to some degree. The ladies display a cool and distant anonymity. Unlike many other disks that give the models' names for each picture (how likely is it that those names are real, anyway?), there are no names here.

There are a lot of no-steak, all-sizzle teaser collections available on the market. For people looking for more explicit lovely ladies, this one's neither steak nor sizzle.

*Lovely Ladies* CD-ROMs are available in a Windows version.



These lovelyies are quite the ladies...

## The Donatelli Collection, Volume 3

What a difference a new paragraph makes. *The Donatelli Collection* is another portfolio of model photos in swimsuits and lingerie, but this one, without ever being explicit, is much more erotic and believable.

This disk shows off clients of the Donatelli Model Management agency to good effect with over 140 professional quality shots that you are free to reproduce as long as it is not in connection with sexually explicit material.



The Donatelli models are dona-mite!

As a bonus, because this is a Macintosh disk, the HyperCard browser utility is included. This is much easier to use than the viewers included with *Lovely Ladies*, and more flexible. With the viewer, *The Donatelli Collection* is the classier act of the two.

*The Donatelli Collection* is available on Mac and PC disks from BodyCello and other distributors.

## Heavenly Bodies 1 & 2 Heavenly Hunks

Here are three collections of good-looking people showing off plenty of flesh. What's being advertised is what you're buying. Of the two female collections, *Heavenly Bodies 2* has the more dramatic material, and is an overall better piece of work. *Heavenly Bodies 1* is no slouch, but standards do go up, and that's what happened here.

*Heavenly Hunks* is one of the few collections of totally nude and partially clothed men available. Each model is photographed doing a mini strip-tease, although most of them get to the meat of the proceedings by the second or third shot. It's hard to tell just what fancy many of the more unique poses are intended to tickle; many of the shots are composed as if intended for a gay audience. This is fine, since nearly all the cybersex software on the market is intended for straight men.





Who needs the moon and the stars when you can have a heavenly body like this light up your night?



This heavenly hunk seems a little hot . . . he's removing all of his clothes.



Watch out girls! My animal magnetism will arouse you to new heights.

For women who like to ogle the opposite gender, this one's just hanging out waiting to be ogled.

*Heavenly Bodies Volumes 1 & 2* and *Heavenly Hunks* are available on CD-ROM and floppy disk for the Mac and PC from BodyCello.

## Museum Pieces

A few picture disks stand apart from the usual cybersex collections of unfettered flesh. These are what we think of as the Museum Pieces; some are art, others are pieces of the past—some pretty good-looking pieces at that. We want to turn you on to a pretty pair (hmm!) of our favorites.

### Olivia (The Exotica Collection)

An artist friend of ours first made us aware of Olivia's art about a dozen years ago. It was one of those special Wow! experiences that still brings to mind one of Leisure Suit Larry's favorite observations: "I don't know what art is, but I know what I like." Well, we knew what we liked right away; Olivia is the cybersex airbrush mistress for the millennium.



*Olivia—Cybersex airbrush mistress for the millennium.*

Over 140 of her images are collected on this disk; wall-to-wall exotic women looked at from one inspired perspective to another. Leather women, soft women, zebra women, cyberpunks—everything Olivia draws is dramatic, angular, and often futuristic, with the cyberedge tension of Control-Alt-Delete finality. Danger and innocence make love with a great sense of eroticism and humor. We all know that sex and love are deadly, but we don't have to get uptight about it. Olivia doesn't.



The legend of beauty and the beast....redefined by Olivia.

As you browse through this collection, one cannot help but be struck by Olivia's influence: Vargas girls and Gibson girls, Nagel, Warhol and Boris Vallejo; they're all there, but they're not. Olivia is drawing erotic, exotic women from a perspective that the male influence cannot—from her inside out. A woman drawing erotic women with little compromise can be a devastating weapon, and if so, then Olivia's the flat out winner in the arms (and face and derrière and other body parts) race.

On second thought, let's recap this review another way:

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*“Olivia draws sexy, erotic, sexy, exotic, sexy women. If you want to see their souls, look into their faces and their eyes...”*

---

Olivia DeBerardinis goes by the name of Olivia, just like Madonna. Olivia draws sexy, erotic, sexy, exotic, sexy women. If you want to see their souls, look into their faces and their eyes; yes, we know that's hard to do. There are a lot of Olivia drawings in this collection. If you can spring for the freight, buy the disk. You'll be happy you did.

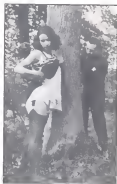
The Olivia collection of the Mac CD-ROM is available from many different distributors.

## The Vasta Collection

One of the primal dirty-old-man images fried in the national psyche is that of a flasher showing off not only his wares, but a trench coat lined with dirty postcards for sale, or whatever. This image is an old one, swimming down the generations with little change.

As we grew up, we always wondered just what was on those dirty postcards, the ones our parents and grandparents whispered about. French can-can girls without undies? Nudes on the beach? Horses and dogs? Alas, it remained a mystery.

Joseph Vasta didn't just wonder, he scrounged up hundreds of the postcards. *The Vasta Collection* is a Mac CD-ROM that contains almost 300 of them dating from about the start of the century up to the 1930s or thereabouts. There is no text explaining what they are, or when they were taken, just screen after screen of intimate looks into alien eras. *The Vasta Collection* is also one of the finest erotic picture disks on the market, a judgement that includes the high-gloss porn and erotica of the moment.



She's stung by a bee. He hides behind a tree. Off to a little love nest...they're making whoopee.



We all have good reason to smile when viewing *The Vasta Collection*.

The photos on the postcards at first seem quaint, comic even. Styles in clothes, poses, and body shapes do change; the more ample woman of the late 19th/early 20th century are not sculptured the same as the Pets of today. But then we stop looking at style and begin seeing the models—the people—and some interesting things become clear.

Have you ever noticed the faces in today's erotic photography? Studied sultry, knowing-little-girl innocence, aroused submission? Every one of these seems put on, and usually are; modeling is a business you know. Even in amateur Polaroids, men and women today play to the camera and try to duplicate the expressions of the pros.

Maybe we're reading into things, but the faces on the dirty postcards of the past are different; from the ingenuous glances and looks into the lenses of almost 100 years ago, to a blank neutrality during the '20s and '30s.



The Flapper. Smoldering eyes that burn deep and ignite fires of passion in any age.

Use the Photoshop utility included on the disk, zoom into those faces and look at them; not as pieces of meat, but as people from a different time and place. A more innocent world, we think.

It's easy to get lost there.

*The Vasta Collection* is available on Mac and PC CD-ROM from BodyCello and other major erotic software distributors.

## Anything You Can Stuff into a Box

### The Adult Reference Library

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*“There are body parts galore—some pierced, some tattooed, some anatomically deviant, and some so oversized as to be... gawked at.”*

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If you have explored the world of cybersex from top to bottom and found yourself getting a little bit jaded, you might be ready to make the descent to one of the lower common denominators of the erotic equation. *The Adult Reference Library*, Vol.1.a, contains a carnival peep show on CD-ROM, plus a half a dozen games and more than two dozen

“bedtime” stories, in which beds don’t figure very heavily at all.

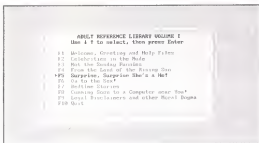
The picture files are extensive and distinguished, not by the quality of the photography, which is usually negligible, but by the range of their content. Let’s just say that we’re uncomfortable in reproducing any of them here, just the menu choices.

They appeal to those of us with certain—how did the Victorians put it?—particular tastes.

Do you like young love? You’ll find it here. There is also a disclaimer stating that all models have reached the age of consent.

Do you like your genitalia clean-shaven? Your women pregnant or lactating? Here they are. There are Oriental women and women who aren’t women at all. There are body parts galore—some pierced, some tattooed, some anatomically deviant, and some so oversized as to be...

well, photographed and gawked at. You'll see both-sex folks, same-sex folks disporting, contortionists contorting, and the only known photograph of the fabled "young man from Nantucket."



The menu of *The Adult Reference Library* caters to many different palates...

You're almost certain to find some pictures that will shake your equilibrium. You'll know them when you see them.

When you finally stuff your popped-out peepers back in their sockets, you might actually want to take a break from sex for a while and play *Castle Wolfenstein*, *Spear of Destiny*, or one of the other mainstream shareware games included on the disk.

Then, by the time you've finished your game, you'll be ready for a little bedtime story. Put on your nightcap and your reading glasses and take a look at a couple of the text adventures. They're not the Song of Solomon, of course. They're short.

They're also racy. The language is low. The writing is clumsy. But the authors have a sense of humor, and every one ends with a wry little twist. Sort of like some of those pictures.

*The Adult Reference Library* is available on DOS CD-ROM from Goosebump Graphics.



## The Sexotica Collection

Lest we get too far off of the subject of bedtime stories, in the wonderful world of erotica there have always been two major media: stories and pictures. They've married in many ways over the centuries to yield a variety of titillating progeny. The folks at Dragon's Eye Productions have combined two, the written vignette and the adult comic book, with a third—the good old floppy disk—to produce *The Sexotica Collection* for PCs. They've created a piece of software that's so obliging it practically installs itself from a single disk. It even quietly creates its own sub-directory, so your hands stay free for more pressing matters. You can relax and compose yourself for the pleasures of a spicy reading adventure.



Action in *The Sexotica Collection* can get wild and wacky!

Guided by a toothsome sprite called Pixel, you'll savor four fantasies of love and conquest as you browse through the text of this illustrated book of short stories. The tales are enhanced by the bawdy art of 'Manda Dee. Her graceful pencil sketches were scanned into the computer, then colored on-screen. They stand out vividly from the black background on which they're displayed.

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“...You can savor them  
with your tongue firmly  
in your cheek....or  
someone else’s.”

---

Each screen is embellished with some graphic element. Pages adorned with thumbnail-sized pictures are followed by the larger works of which they are details. In some cases the illustrations spurt over exuberantly into the text.

Watch while the rakish courtesan Lady Rhianna preserves “*The Pearl Beyond All Price*” from the infamous Captain Skorr of the pirate ship Festive Buzzard, only to lose it—and more—to the handsome mate. Then experience the sensual delights of “*Chocolate Decadence*.” It might inspire you to do things with chocolate that you never thought of! There’s even a recipe for Marble Dipped Fruits. (Pixel recommends peeled bananas.)



“*Chocolate Decadence*” gives the phrase “reaping your just deserts” a whole new meaning.

For those with more intellectual tastes, there’s the seductive chess game in “*King Takes Queen Mate*.” The White Queen puts some serious moves on the Black King; they both win, and neither one calls the other a stale mate.

And finally, if you always thought James Bond was a bit of a prig, you might just want to take off all your clothes, strap yourself into a hang glider, and soar away to *"The Island of Dr. Yes."* Secret agent David Arrow and his partner, Diane Ace, have an extraordinary plan for rescuing the lovely Felicity, who has some pretty wild plans of her own!

The action is racy throughout *Sexotica*, and the pictures explicit enough to bring a blush to your cheeks. They're unabashedly salacious, but there's a light-hearted tone to the stories as well. You can savor them with your tongue firmly in your cheek...or someone else's.

*The Sexotica Collection* is available in DOS diskettes from Dragon's Eye Productions.

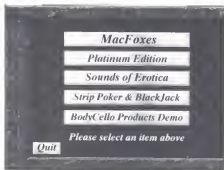
## The Fox Pack Collection

*The Fox Pack Collection* CD-ROM is another one of those cybersex smorgasbords that swings a lot of different ways and has an assortment of flavors. It includes two gambling games, 18 cool sounds from key moments in X-rated movies, and two highly interactive encounters of the sex toy kind. There is also a reel of out-takes from a couple of their games. Although all of these elements, with the exception of the out-takes, are available separately on diskette, this combo pack has an attractive interface, background music, and a slightly perverted sense of humor. Taken all together, *The Fox Pack Collection* is a winner.

*"Sounds of Erotica"* plays eighteen sounds with names like SoooooGooooo, Moan 4, Orgasm 3, and Oh Yeah! That's all, but most of them will give you a chuckle. There's a volume control included so you can tone things down if you don't want someone else to overhear the cries and pleas of your ear candy. Each sound clip runs five seconds or so, and is accompanied by a teenie-weenie mini-video clip. There are only four video clips, and they're used over and over for all the sounds. Erotic? Not really, unless you're satisfied with a very quick quickie. Or a really teenie weenie.



This little fox puts the big bad wolf to shame.



Foxpack's menu might just bring out the animal in you.

"MacFoxes" is an interactive cybersexual encounter between you and either Misty, a blonde and perky cheerleader, or Vanessa, a savagely aggressive dominatrix. Both come equipped with *Playboy*-style bios, and if you're really good they'll even come without the bios.

After making your cheerleader/dominatrix pick click, you'll be greeted by squeals such as Misty's "All this cheerleading is making me hot," and then, "Hey, why don't you take off my panties?" When you click on her clothing, pieces disappear one at a time, until she's naked. While you pursue this intellectual affair, you'll rest secure in the knowledge that there's a boss key that will pop up a fake Macintosh spreadsheet, in case you don't want someone else's advice on what to mouse around with next.

After Misty is properly stripped, you accompany her to the locker room. There lies Misty, on her back, pom-poms at her side. Next to her is a "hot meter," a cross between a thermometer, one of those "look-how-much-money-we've-raised-for..." signs, and a penis. Across the top of the screen is a selection of tools: a vibrator, a cucumber, an inanimate object, which the program calls a "dick," a telescoping dildo, a tickler with fringe on top, and some love (lubricating?) potion in a basting bulb. (Whose locker room is this, anyway?)

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*"You read about it here  
first, folks—Virtual  
Prostitutes!"*

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Interactively stimulate Misty with the devices of your choice. Slide that sweet mouse of yours back and forth, prompting her to grow more excited, and the

mercury to rise in the meter. Misty squeals. Her head and legs move mechanically, indicating either great excitement or crude animation. Change tools when you please. This is one game where it's the interactivity that controls the action—you don't merely make a series of menu choices with Misty, it literally comes down to how good your moves are.

There's a menu that lets you set Misty's attitude anywhere from "Horny—Candy from a Baby" to "Cold" or "Dead." Hmm. Anyway, when Misty goes over the top, the meter breaks and she just stops moving.

After all that, you get a score. Yeah! Read into that whatever sort of approaching-life-as-a-video-game or men-just-want-to-score philosophy of ethics that you want.

For tamer sensibilities, *The Fox Pack Collection* offers Strip Poker and Black Jack. Pick your pick, then play against the dealer. If you win a round, the

dealer removes one item of clothing. Win again and she removes another. Lose and she puts something back on.



Have fun playing strip poker or blackjack, but don't be outfoxed or you might lose your shirt.

We'll bet one thing: as soon as you start playing, you'll turn off the music. Soon you'll want to turn off the dealer's voice, too. That same mechanical "Place your bet" over and over. It goes well with the jerky illusion of animation created by splicing together a series of still shots of the dealer.

Anyway, in poker or blackjack the dealer appears in a window and deals your cards face up on the screen. You click on the amount you want to bet from your \$1,000 stash, hit, stay, or double down, and await your fate. We didn't play well enough to take all her money and get some clothes off of her until we discovered the "Faerie" button. This causes a Tinkerbell substitute to flitter on-screen and suggest the best course of action. Following Tink's advice, we soon (after 45 minutes) wore the dealer down to \$0. She took off her dress. Then she was back in business with a new pot, but the same dialogue, music, and jerky motions. Getting her naked was going to require cheating with the faeries AND working at it all day.

Finally, if you want a look into what goes on to a computer game's cutting room floor, pick the "Platinum Edition" option from the main menu. Here you'll see the outtakes from the strip poker and strip blackjack games, along with commentary about the reasons they were axed. There seems to have been a lot of ribbing going on among the crew, so we'll probably never know if Cindy was serious when she asked...

"What's 'demure' mean?"

*The Fox Pack Collection* is available on CD-ROM for the Macintosh from BodyCello.

## Playing Around: Adult Computer Games

Love may be the ultimate game, but it is far from being the only one in town. There are times when the ultimate game could use something a little different, a fresh take, or perhaps a new companion. Or an extra one. Or a helping hand. Something, anyway.

That's where erotica and pornography come in; they help jump-start your libido when the engine's too cold, or turn on someone else's when they've lost their key. Over the past decade or so, that ride has started most often at the local video store. Today, in this most modern or modern of times, we're finding ourselves starting to get off at the corner of Hollywood Boulevard and Silicon Valley. There, the game of love often really is a game.

### Strip Poker Three

Sometimes you can get tired of pocket pool, but there isn't always a playmate around when you want one. Those are the days you might want to boot up Artworx's floppies of *Strip Poker Three* on your DOS machine. Kami, Greta, and Laura will always be ready when you are. A special version of the game is included on the disk that accompanies this book.

Their game is five card draw, and these gals play their cards pretty close to the vest. Not that any of them are wearing vests, of course. You can play against any one of them, pick a pair (that means two *women*), or take them all on at the same time. They'll even chat with you during the game.



When playing strip poker, even if you lose, you win. And when you're up, you're really up!

Greta looks like the girl next door with her miniskirt hiked up a whole lot higher than fashion dictates. Laura may have been one of the Stepford wives once upon a time. Now she looks like a Naughty Lady of Shady Lane wannabe.

Kami might just have floated in from a Grateful Dead concert. So even though she might be present at the table in body only, that's enough.

If you play them all at once, no one need ever see that you're no riverboat gambler, but if you leave any of these lovelies out of the game, the program will supply a visual proxy for you. If you don't play your cards right, some poor gent's going to lose more than his shirt—a whole lot more. The screen displays pictures of up to three competitors. The cards come quickly, and your opponents don't hesitate when it's time to put up or shut up.



At least YOUR modesty is protected. Your reputation is too. A password is required to open the game. Suppose your boss walks in just as Greta loses her skirt. Touch the space bar on your keyboard, and the whole poker party vanishes behind a black screen that says "Important Computation Underway. DO NOT TOUCH!" It's enough to fool anybody.

If you're looking for some discreet companions into poker and good fellowship, then check out Kami and her pals in *Strip Poker Three*. It looks somewhat cruder (technically speaking) than the strip poker in the *Fox Pack*, but it gets down to the bare essentials a whole lot faster.

Here's to good times, Ace.

*Strip Poker 3* is available from Artworx on DOS diskettes.

## SeXXcapades—The Game

## SeXXcapades—The Movie

Strip poker is a lot of fun, but there is only so far you can go with it. Some steamy night, you and your friends—your really *close* friends—might want to retire the Queen of Hearts and her retinue and get really down and dirty with *SeXXcapades*, assisted by your favorite compatible love machine. So load those floppies, turn Grandma's portrait around to face the wall, and slip into something that's easy to slip out of again. *SeXXcapades* has gone about as far as it can go toward bringing old friends together in new ways.

The program turns your computer screen into a Monopoly-like gameboard on which as many as eight players can take turns moving to the roll of the DOS-driven dice. The action is tailored to suit your choice of hetero-, homo-, or bisexual orientations, and number of players. The title of the square you land on dictates the nature of the task you have to perform, but it's not houses and hotels that you'll be erecting. The computer tells you what you have to do, and with whom.

Your challenge is printed out in the middle of the screen; you'd better make sure your friends know how to read, because the task of kissing your partner's ear may well be accompanied by a video showing someone nibbling someplace a whole lot more intimate. Then, of course, your task

might be to do just that. Or you may be asked to talk about your first time. Or to reach out and touch someone. Or yourself. Or to show off certain points of your anatomy.

The text surrounds a window that displays a tiny video cameo. These short flix are loops from porn movies, so there is a lot of explicit action. If you've decided to skip playing with foreplay option enabled, then pretty early in the game what you're doing will look a lot more like what's on the screen.

Your mission, should you accept it, is to earn a sum of virtual cash. Flinch from any task and you'll pay a penalty—typically twice the amount you might have virtually won. The game climaxes (so to speak) when one of the players reaches or exceeds the target sum that was set at the start of the game. After the winner is declared, everyone gets to come along for the Grand Finale. Another longer movie clip goes with it, but if you're watching that, why were you playing *SeXXcapades* in the first place?

The game has a sound option that enables the computer to talk dirty while people are performing the actions it dictates. The comments are kind of funny, but once you get into the swing of things, you might consider turning off the sound and putting on some music to elevate the tone of the proceedings—if only slightly. *The Nutcracker Suite* comes to mind as a possibility.

*SeXXcapades* may not be exactly what you're used to calling interactive software. Player participation goes a whole lot farther than simply entering commands on your computer. Still, if you play everything right, the next time you invite someone over to check out your new program, it could lead to a serious conquest instead of just another one of those Trivial Pursuits. Please remember your condoms; otherwise *SeXXcapades* could turn out to be too much of a risk.

Now if you have a bit of trouble visualizing what goes on as you play this game, trust SeXXy Software to put things back into perspective. They've scanned a videotape onto disk and produced a CD-ROM entitled *SeXXcapades—The Movie*.



Ah! Love under lamplight...

It appears to have been shot in somebody's kitchenette with a single camera and a couple of 100-watt light bulbs. In a concession to high production values, *Sexxy* apparently took the lampshades off first.

The whole movie was done in three takes—one for the phone call that sets up the premise, a single long sequence that covers most of the action, and one jump-cut when they stopped shooting to change the videotape.

Ah, the plot! Three people get together to play a computer game, in which they take turns interfacing with each other and exposing themselves. That's actually as good an excuse for a plot as any of the wet dream flicks have used.

Oh, the action! Three people stand around a home computer playing the game. Isn't that where everyone has sex?

And the cast! They're all amateurs, prosaic everyday folks, a man and two women. There isn't much to distinguish them from you and me beyond their taste in garter belts, ponytails, and parlor games.

All of these elements together make for a surprisingly endearing amateur video. It's not easy being videotaped playing a silly, salacious computer game, especially one where you have to show your "all" to the camera. It shows in the nervous laughter that dominates the sound track.



*Tag, you're it! Your turn to play SeXXcapades—The Movie!*

There is an unscripted drama going on in that old gang of theirs. You can share Carol's embarrassment at having gotten involved in this enterprise in the first place. You can wisecrack your way through the experience with Blair. And you can cough along with the balding man with the ponytail as the smoke from all those cigarettes starts taking its toll on the air in the room.

For some reason, the sheer amateurishness of this production is endearing. It puts pornography back in the hands of real people. It's certainly not erotic, but it is inspiring to see genuine people plugging away gamely at something that's usually left in the hands of entrepreneurs in soiled trench coats. If you watch *SeXXcapades—The Movie* long enough, you may come to believe that you too might someday be brave enough to let yourself be videotaped playing *SeXXcapades—The Game*.

## Spellcasting series

The mixture of sex and computer games is rare; people, it seems, would much rather get excited over strapping a monster jet fighter between their legs and shooting around all over the sky. Read whatever symbolism into that as you will, but making war on a computer monitor is much more popular than making love; beating plowshares into swords, and

stacking those swords into monsters is much more profitable than inserting love darts into fair maidens.

There have been exceptions; Leisure Suit Larry has been looking for love, and finding its next best thing quite successfully since the mid-80s. Larry was created in response to another adult game, *The Leather Goddesses of Phobos*. Larry was an animated graphic game that left little to the imagination. *Leather Goddesses* was all text, had no pictures at all, but could be played at differing levels of lewdness.

The *Spellcasting* series of floppy disk-based games is the spiritual, intellectual, and horny successor to *Leather Goddesses*. In fact, they were written by the same man who wordsmithed LGOP, Steve Meretzky; although in the intervening years he has learned how to mix pictures with his words. The *Spellcasting* games are marketed as humor, but with a delightfully salacious approach to the same. Soft porn? Not really. Cybersex? Yeah.



Revenge of the nerds revamped! Abracadabra and a nerd becomes a hunk who gets all the babes.

The three titles in the series are: *Spellcasting 101—Sorcerers Get All the Girls*; *Spellcasting 201—The Sorcerer's Appliance*; and *Spellcasting 301—Spring Break*.

In all of these games, you play the role of computer nerd, Ernie Eaglebeak, plastic pocket pen protector and all. Except one thing, Ernie lives in a world of magic, not electronics. And bad puns.

In *Spellcasting 101*, we meet Ernie who's hopelessly in love with his beautiful (what else?) next-door neighbor, Lola Tigerbelly. Whatever Lola wants, of course, Lola gets. But she doesn't want Ernie. Ernie knows of only one sure way to ensure that Lola becomes a sure thing: he enrolls in Sorcerer's U. because, as everybody knows, sorcerers get all the girls. You know, wave that magic wand of yours in front of their faces and watch 'em slobber all over you. Sure.

*Spellcasting 201* bills itself as "More Babes, More Brewskis, and More Bad Jokes." Ernie somehow creates the perfect woman, tries to join Hu Delta Phart fraternity and deals with the women at Barmaid U.

*Spellcasting 301* joins Ernie and his frat enjoying spring break in Ft. Naughtytail. Wet T-shirts, mud wrestling, lots of babes on the beach, and a nymphomaniac with a scorched earth policy toward men.

The games can be played at two levels of explicitness: Naughty Mode enables you to dust off your collection of four-letter Anglo-Saxon words for use during those special moments. Nice Mode does the opposite; try and use anything off-color and you'll be reprimanded.

It must be admitted that the *Spellcasting* games can be difficult to play at times. Meretzky loves puzzles, likes them challenging, and salts his games with them. But sometimes the best conquests are the ones hardest to score.

One last note: nearly all of the software described in this chapter have clear disclaimers printed on them that they either are not for sale to minors, or that they contain graphic subject matter. *Spellcasting* has the best disclaimers in the business. The following is a combination from two of their boxes:

*"Although this game may be played in 'naughty' or 'nice' mode, it may be considered unsuitable for young minds, as it contains material and situations that children have already seen in far greater detail on daytime television. It contains language and a general attitude that may offend some. It is recommended that these people buy the game, and then throw it away as a form of protest."*

The *Spellcasting* games are available from Legend Entertainment Company on PC diskettes

## Cobra Mission

The portrayal of nudity, or even partial nudity, is quite a confusing one in American culture. Look at broadcast television; full nudity shown from the rear is considered daring, female nipples are a no-no, and full frontal nudity by either sex just is not shown. Flip over to cable and you can begin counting, as Joe Bob Briggs does, the fully exposed female breasts. Even those most interesting areas below the waist have been known to flop around outside of their shorts or panties at times.

Add a few action verbs and adjectives to an anatomical treatise on human genitalia, insert a character or two (in both meanings of the phrase), and you end up with popular fiction. Photograph it and you might find it banned from the magazine racks across the aisle from those books.

The same dichotomy appears in computer software. Look at any of the interactive cybersex titles on the market and you will most likely see full frontal nudity and a lot more. Most people would short-hand the product by calling it X-rated. Then look at the computer games on the market and remember that games were (and still are) interactive software long before the term came into vogue. Even in the sexy titles like *Spellcasting* or *Leisure Suit Larry* there might be lots of busty babes, but little to no nudity, either above or below the waist.

Some games allow a full range of explicitness by the other players; others allow a player to type in (in Naughty Mode) something like "Hump Lola," but it won't be shown. The closest we ever got to that was in the first *Leisure Suit Larry* game, but the act was covered up with a bouncing "CENSORED" on-screen, and the second game was toned down because of the complaints that it brought.

*Cobra Mission* is a game from MegaTech Software, an American company that's beginning to publish games from Japan in this country. In *Cobra Mission*, you play a detective who is asked to return to his hometown (on Cobra Island) and clean up the crooks who have taken it over. "As you triumph over each of the five local bosses...you will meet several special ladies." You are also required to discover the photographs of about a dozen half-naked women and have a number of sexual encounters. The company rates the game R—as much for marketing reasons as anything else.



This cobra makes a lovely house pet.

MegaTech's Kenny Wu calls *Cobra Mission* "Mature software. Part of the fun is getting to the next sexy screen...(but)...It's not enough to just show sexy scenes; we want to professionally develop games for mature audiences." Their medium of expression is the style of animation we in the U.S. call Japanimation. The Japanese refer to it as "anime," short for the hard-to-pronounce American word "animation." Anime features stylized faces, neither Caucasian nor Asian, and the style is instantly recognizable for what it is. Bodies and features are exaggerated; especially women's breasts, and all are beautifully drawn. Fantasy and science fiction overtones are also a standard feature of anime. Ken Wu says, "It's the perfect medium to express features and body parts. Anime are pieces of art."

*Cobra Mission* has created quite a stir in computer game circles and has been referred to as "Ja-porn-imation" in one review. The reason for the controversy is obvious.

The game shows women's nipples but no total nudity. Brief panties and provocative poses, yes, but the scenes never show more than one topless woman, or half-naked man and woman, together. The parts of the game that will certainly raise a few eyebrows are explicit "dating" scenes. Here your cursor is transformed into hands, lips, or a "candle," that is used for



heating up a willing partner who moans and groans. The action is pretty limp, but the sound effects and dialogue are a treat.

One of the chief pleasures of *Cobra Mission* is hunting for the fractured translations that are sprinkled through the dialogue. One favorite is " .don't stop now!!! It's about *me* time too!!!"

And one last thing. If you get a copy of *Cobra Mission*, you'll find it to be a pretty good game. But between the sexy scenes, the game looks almost juvenile, with unsophisticated figures pac-manning their way through a low-resolution map viewed from above. There's a good reason for that. In Japan, *Cobra Mission* is aimed at 12- to 14-year-olds.

MegaTech plans another game in the anime style to be released in 1993: *Metal & Lace*, an action game featuring female fighters in robot suits who shed their armor as they go along. This one will be released in nudity and non-nudity versions.

*Cobra Mission* is available from MegaTech software on DOS diskettes for the PC.

## Stick It in Your Ear: Erotic Audio CDs

Once upon a time, in those thrilling days of yesteryear, the Lone Ranger used to come galloping out of the Zenith radio right after supper. When he did, an entire, and apparently real, world of western adventure was created right there in the living room; a trick of the mind, stimulated by sound from a machine and executed by way of the imagination. Much more so than film or the phonograph, the radio must be considered one of the first complete realizations of virtual reality. Radio had that kind of power to create an aural impression so immediate and believable that it became, for all intents and purposes, a real place.

There have been almost endless technological innovations since the heyday of radio with but one goal—make the listener feel that whoever or whatever is making the sound is physically in the room with them.

Today, the virtually real world inside the radio is essentially ignored. All the aural money and interest has locked on to the reproduction of sound—music speech, and so on—that can be stored and replayed at will. Audio CD and tape are the vehicles of choice.

Two companies in San Francisco, both using three-dimensional sonic imaging systems, have discovered some interesting new ways to make your mind turn tricks. The disks they create run on standard CD players, but produce the uncanny sensation that the source of the sound is right inside your head—and then they turn your head inside out and immerse you inside of an audio-realistic virtual world. Just slip into a comfortable set of headphones and let your mind carry you off into the thrilling immediacy of some cybersex here and now.

Algorithm and A Lasting Impression Music Corporation are spirited competitors for the same cyber turf. Algorithm's *Cyborgasm*, recorded in Virtual Audio, and A Lasting Impression's *Private Erotica*, done in Virtual Erotica, both came out early in 1993. *Private Erotica* is touted as being the world's first "Virtual Sex" product. *Cyborgasm* is billed as the FIRST virtual reality sex experience. Sit down and give them a listen.

The producers of *Private Erotica* take a more clinical approach to the sexual experience. They use the near-perfect sound fidelity of their sonic imaging system to produce the almost perfect eavesdropping experience. There are 17 tracks of people—real people, not actors—having sex in a variety of combinations. You'll not just hear, but experience, the sounds men and women make when they're pursuing the old "...since nobody else will, I guess I'll give myself a hand" good time; listen to a heterosexual couple enjoying each other orally and genitally; or tune in to a pair of gay men engaging in oral sex. You will also encounter two lesbians—and their vibrator—up close and personal. Sound like fun?

It depends. Countless generations have proven for themselves that the love cries of other people can be incredibly stimulating; but when your brain is trying to convince you that you're right in the bed with the folks making those sounds, it can be pretty disturbing. The phenomenon is called cognitive dissonance: the evidence of your senses contradicts what you know to be true. What do you do when you don't know who to trust, and there's nobody there but you?



*Private Erotica*—17 tracks of aural sex.

If you can overcome that initial dismay and accept the virtual reality for what it's worth, these loving sounds will pretty much convince you that, like the Colonel's lady and Judy O'Grady, we're all akin under the skin. The producers have also included some lively music by Tone Def to help you over the hump. *Private Erotica's* one big mistake was to include a track of a woman masturbating in the bathtub; one other facet of our common humanity is in our response to the sound of running water.

Right. Hurry back. And don't forget to flush.

By contrast, Lisa Palac, producer of *Cyborgasm*, seizes that moment of cognitive distress that virtual audio produces to suck you up, like Howard the Duck, into a world you never made. To make your passage easier, she has included cut-out cardboard goggles to shield yourself from the prosaic visual world you thought was real, and a free condom to remind you about the risks you run when you get back.

Palac has spies in your house of love: a stable of accomplished eroticists poised to awaken you to your dreams and secret fears by exposing you to some of their own. These folks are out to seduce you in the privacy of your own head. They use music. They use sound effects. They use whips. But most of all, they use words. The cumulative effect of their art is overwhelming. You can't help but flinch when your mistress's whip cracks in your ear. Then she describes her nipple clamps. Lovers do what lovers do, but they do it articulately. Then they do it in French, during a thunderstorm. There's a hot message from a heavy-breathing lady on your answering machine. Intimate voices whisper prose poems of sex and decadence into your ears. You open a door into the middle of a cocktail party that segues into an orgy and then drifts back out again. A fantasy world engulfs you. Some of it is beautiful; some is distressing. All of it is intense.

Welcome to the world of your libido. Our common humanity has its dark side, too. You may be embarrassed by your own responses to *Cyborgasm*, but that's why it's such a perfect example of what great cybersex can be. And you won't have to worry about *not* being respected in the morning.

By the way, if you're interested in trying your hand at your own recordings with this new technology, you'll be happy to hear that Lasting Impression has reduced the price of its 3-D Sonic Imaging System. It's now only \$16,500.

Pick one up on the way back from the supermarket.

## Getting Your Heart's Desire

So just where can you get the naughty bits discussed in this section? You can start by looking in Appendix A, the List of Sources. You will find listings there for the products described here and for other distributors of erotic software, as well. You will also find ads in the back of many computer magazines. Good luck and happy hunting.